



Estonian Historical Fencing Association

RULES FOR THE VIKING TOURNAMENT

Weapon requirements:

- The tournament is fought using a sword and a shield. The use of special weapons needs to be authorized both by the opponents and the marshal.
- The sword has to weigh between 1000 to 1700 g. The point of the blade needs to be rounded and have a minimum diameter of 20 mm (10 euro cent coin) at the tip. The edges of the blade need to be at least 2 mm thick, and rounded.
- The maximum diameter of a shield must not exceed 80 cm. The rim of the shield has to be lined with leather (minimum of 2 mm thick) or by at least three layers of glued fabric.

Armour requirements:

- The fighter's target areas need to be protected with padding not less than 10 mm thick when compressed between fingers (hereinafter referred to as „sufficient padding“).
- The fighter's head needs to be protected with a steel helmet (minimum 2 mm thick) that has sufficient padding underneath. The padding must cover the fighter's head and neck from all sides (with the exception of the face), and reach down until the shoulders. The helmet must have a chin strap which prevents the loss of the helmet during the fight.
- The fighter's hands need to be protected with gloves made of riveted chainmail or at least 4 mm thick leather, and have sufficient padding underneath.
- The fighter's elbows and knees need to be covered with sports protectors hidden under the costume, or at least 4 mm thick leather armour which covers the joints and has sufficient padding underneath.
- The fighter's costume and armour should not contain any modern elements or materials that are visible to the naked eye.

The points, rounds and the victory:

- A fighter who delivers a clean blow or a long and clean cut with the combat part of his weapon to the opponent's target area is awarded one point. The target area excludes the face, the neck, elbows, wrists, hands, the groin, knees, shins and feet. The strike must be preceded by a clear swing of the sword, or to land with an obvious strength. A valid strike has to be deliberate, and not blocked by the opponent's defense with the sword or the shield.

- Pommel strikes to the top of the helmet are valid, and awarded with one point. Only the first hit in a series counts as valid. Consecutive helmet-tapping will not award any additional points. Pommel strikes to the face and neck are strictly forbidden.
- The fighter is awarded with one additional point if the opponent falls as a result of a valid strike, or if the opponent loses his weapon or shield during the fight.
- Simultaneous blows do not give any points. The blow is considered to be simultaneous if a fighter has already started his successful strike when he receives a blow from his opponent.
- After every awarded point the marshal breaks the fight, evaluates the result and announces the score.
- The round lasts until one of the fighters has collected three points. The fight lasts until one of the fighters wins two rounds.
- “Technical victory” is awarded to one of the fighters if: the opponent refuses to fight; the opponent fails to appear to the lists within 3 minutes of being called, or comes unprepared; the opponent is disqualified; the opponent’s weapon or armour breaks and it cannot be fixed or replaced within 1 minute; the opponent is suspended from further participation in the fights due to injury or disqualification; the opponent cannot continue fighting because of an “accidental injury”. If the fighter cannot continue due to an injury which resulted from the rules violations by his opponent, the “technical victory” is awarded to the injured fighter.

Authorized fighting techniques:

- The authorized fighting techniques are: cutting strikes and cuts at the opponent’s target area delivered with the cutting edge of the weapon; pommel strikes to the top of the helmet; blocking the opponent’s strikes with your sword or shield; pushing or pressing the opponent with the shoulder, or the shield’s flat; repulsing the opponent’s shield or arms with your own arms; hooking the opponent’s shield with your own shield; overlapping the opponent’s shield with your own shield.

Prohibited fighting techniques:

- The prohibited fighting techniques are: thrusting with a bladed weapon (all thrusts are prohibited); strikes outside the opponent’s target area; horizontal strikes above the shoulder level; strikes and cuts at a fallen opponent, or at one that is getting up; strikes at an opponent that has lost his weapon; striking with the edge of the shield; strikes with your head, fist, elbow, leg, foot or knee; tripping, wrestling and throws; grabbing the opponent’s body, head or limbs, as well as grabbing their equipment (including the sword and shield) with your hands; any other action not listed in „Authorized fighting techniques“ paragraph.

Warnings and disqualification:

- A warning is a sanction imposed on the fighter for violating the tournament rules or for not showing up to the lists. Should a rules violation result in an injury, the offender receives two warnings while the injured fighter will be awarded a “technical victory”. A fighter can get a maximum of two warnings from an event. Collecting two warnings will disqualify the fighter.

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